SFINKS PC

Microcomputer Chess Game written by William Fink

System Requirements: 64K IBM Personal Computer
                        64K COMPAQ Portable Computer

Program Media: Protected diskette   Program Size: 18K,20K

Program Language: 8088 (8086) Assembly Language

Price: Only $49.95 plus $2.00 shipping

Features of Sfinks PC:

*   You may select any level of play from beginner to expert. Select any
    time from 0 hrs.-0 mins.-0 secs. to 99 hrs.-59 mins.-59 secs.

*   32 Book Openings, 8 full moves deep, including

King's Gambit	Danish Gambit	Classical Dutch
Philidor's Defense	Alekhin's Defense	Nimzo Indian
Petrov's Defense	Carokann Defense	
Scotch Game	French Defense	Chigorin Defense
Ruy Lopez	Sicilian Defense	King's Indian
Giuocco Piano	Pirc Defense	English
4 Knights Game	Queen's Gambit Accepted	Scheveningen
Budapest Defense	Queen's Gambit Declined	
Marshall Attack	Slav Defense	
Stonewall Defense	Modern Steinitz Defense	
Benoni	Colle	

*   Easy to use problem set-up mode allows you to modify the board, change
    response times, change colors, set up any chess problem or board
    position quickly.

*   Save (restore) up to 100 chess positions to (from) disk.

*   Displays and prints moves in standard algebraic notation. Scrolling
    scorepad displays the last 20 moves.

*   Optional printer output. You can produce a record of your games with
    Sfinks PC. The game will be printed as play proceeds.

*   A dual chess clock displaying the total time used by each player.

*   Attractively designed chess graphics for your color or monochrome display.

*   Solves and announces checkmates.

*   Optional audio signal to alert you when Sfinks PC moves.

*   Halt key (F1) stops program immediately.

*   Instructional aids. Sfinks PC allows you to take back any number of
    moves at any time during the game. Sfinks PC will suggest moves should
    you request a hint for your next move. Also, you can improve your
    analytical ability by studying the moves being displayed by Sfinks PC
    during its search for its best move.

*   Plays by the USCF rules. Sfinks plays all legal moves including En
    Passant, Castling and Promotions.

Demonstration Game

Sfinks PC (white) played on an IBM Personal Computer.
Estimated USCF rating 1700-1800.

Sfinks 4.0 (black) played on a TRS-80 Model III with speed-up, level 9.
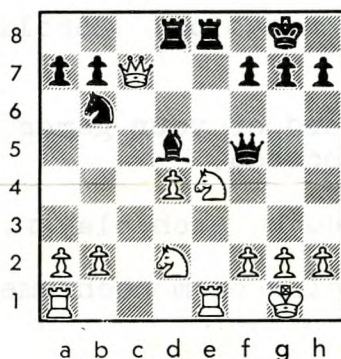Official USCF rating 1793.

Opening: Giuoco Piano   Time limit: 59 seconds/move

1.	e2-e4	e7-e5
2.	g1-f3	b8-c6
3.	f1-c4	f8-c5
4.	c2-c3	g8-f6
5.	d2-d4	e5-d4
6.	c3-d4	c5-b4+
7.	c1-d2	b4-d2+
8.	b1-d2	d7-d5
9.	e4-d5	f6-d5
10.	e1-g1	e8-g8
11.	d1-c2	c8-e6
12.	f1-e1	d8-f6
13.	d2-e4	f6-f5
14.	c2-b3	c6-a5
15.	b3-a4	a5-c4
16.	a4-c4	f8-e8
17.	c4-b3	d5-b6
18.	b3-c2	e6-d5
19.	f3-d2	a8-d8

4.0 thinks it is setting
a trap for white.

20. c2-c7! . . .

a b c d e f g h

PC accepts the challenge!
Both games are in over their heads.

20.	. . .	d8-c8
21.	g2-g4	. . .

e4-d6 is better.

21.	. . .	f5-g4+
22.	c7-g3	g4-g3+

23.	h2-g3	b6-c4?

This loses the exchange.

24.	d2-c4	d5-c4
25.	e4-d6	e8-d8
26.	d6-c8	d8-c8
27.	a1-c1	b7-b5??

g8-f8 was necessary but b7-b5
pushes the loss over the
horizon. 4.0 planned b7-b5,
b2-b3, c4-e6, c1-c8, e6-c8 and
didn't see e1-e8 checkmate.

28.	b2-b3	g8-f8
29.	b3-c4	b5-c4
30.	g1-g2	c4-c3
31.	c1-c2	f7-f6
32.	g2-f3	c8-d8
33.	e1-d1	f8-e7

After d8-c8, d1-d3 the pawn
is lost anyway.

34.	c2-c3	e7-d6
35.	d1-c1	d8-d7
36.	c3-c5	h7-h6
37.	g3-g4	d6-e6
38.	f3-e4	d7-e7
39.	c5-c7	e7-d7
40.	c1-c6+	e6-e7
41.	c7-d7+	e7-d7
42.	c6-a6	d7-e7
43.	a6-a7+	e7-f8
44.	e4-f5	h6-h5
45.	g4-h5	f8-g8
46.	f5-g6	g8-f8
47.	a7-g7	. . .

With this move PC announces
checkmate!

47.	. . .	f6-f5
48.	h5-h6	f5-f4
49.	h6-h7	f8-e8
50.	h7-h8 (Q)	
checkmate!		